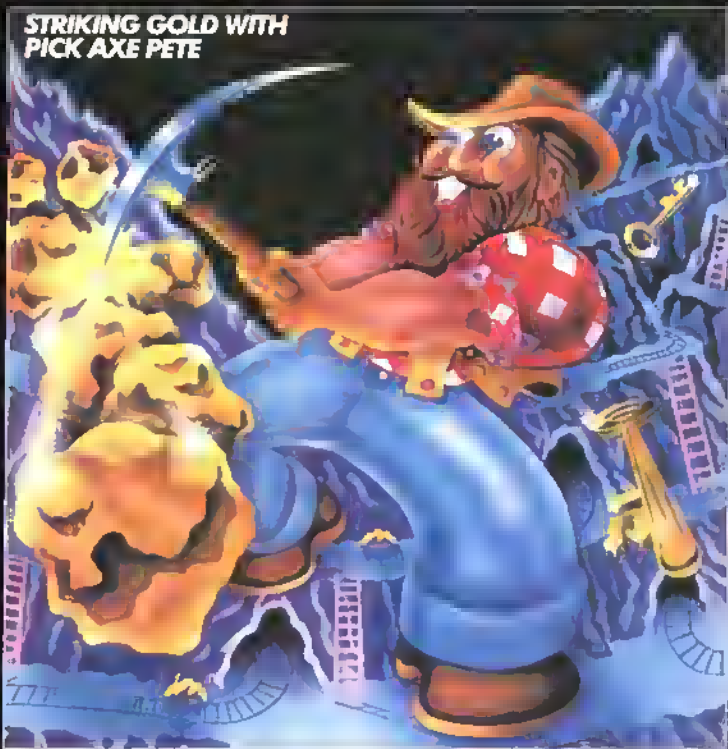


# ODYSSEY<sup>2</sup> ADVENTURE

ODYSSEY ADVENTURE CLUB MAGAZINE

SUMMER 1982

## STRIKING GOLD WITH PICK AXE PETE



## ODYSSEY ADVENTURE

Vol. 1 Summer 1982 Issue 3

CONTENTS	PAGE
Meeting of the Minds	2
Voice of ODYSSEY?	4
Game Testing	6
High Scores	8
Confessions	10
Coming Up	11
Tips	12

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## THE 1982 WORLD'S FAIR

### GRAY MATTER

Ever since we ran the story about games inventors in the first issue of ODYSSEY? ADVENTURE Magazine, we've been hearing from you creative people who have game ideas you'd like to share with us.

We appreciate the thought. Trouble is, we don't have the staff to sort through the technical information that you send us — the detailed explanations and the drawings.

We're going to have to ask you to hold onto your game plans until we're able to deal with them.

Meanwhile, we promise that we're doing all we can to come up with interesting new twists that will amaze and entertain you. And this summer, we think we've done just that.

This summer marks the arrival of the Voice of ODYSSEY? — an astounding innovation with which you can type words and sentences on your ODYSSEY? keyboard and have the Voice of ODYSSEY? answer you back or get enhanced sound with arcade games. There's a detailed summary of how the new system works and its benefits on pages 4 and 5.

We hope you enjoy this issue and that you'll keep us informed when you come up with new tips and strategies that we'll pass along to other ODYSSEY? Adventurers. We're a club — growing stronger every day — and we want you to be an active and interested member.

And remember, ODYSSEY? is the official video game of the 1982 World's Fair. Be sure to visit America's Electrical Energy Exhibit if you are in Knoxville, Tennessee, before October 31.

## FEEDBACK

### WHAT'S NEWS?

We have had ODYSSEY? for about two years and have enjoyed it very much. We now have 17 cartridges. If you have any booklets on the new cartridges, would you please send them to us? If you have any information on the voice synthesizer, we would like that as well. We really like the ODYSSEY? ADVENTURE Magazine; it keeps us informed about the ODYSSEY? world out there.

The Morris Family  
 Geneseo, Ill.

The best place to find news about the latest cartridges from ODYSSEY? is right here in the magazine. We'll keep you informed about the new games being introduced if you want the latest catalog that describes all the cartridges currently available from ODYSSEY?. See your local dealer or send 50 cents to cover postage and handling to:

CATALOG  
 ODYSSEY? ADVENTURE  
 30400 Van Dyke  
 Warren, MI 48093

### HOT STUFF

Could you please tell me when Freedom Fighter and Pick Axe Pete are going to be available? How about the voice synthesizer?

Erik Nilsson  
 Franklin, Pa.

The cartridges are available now through your local dealers. Erik, read all about the Voice of ODYSSEY? (September delivery) in this issue of ADVENTURE.

### MORE TO COME

Could you please tell me how many issues of ODYSSEY? I get with my subscription. I target.

Jerry Stephens  
 St. Joseph, Mo.

Sure, Jerry. A one-year subscription entitles you to four issues of the magazine and a membership into the ODYSSEY? ADVENTURE Club.

## ON THE COVER

That's the artist's rendition of Pick Axe Pete on our cover this month, picking away in the depths of the Misty Mountain Mine.

Pete is part of the Challenger Series from ODYSSEY? — another new arcade adventure to add to your collection.

Pete says there's plenty of gold to be mined but there are bouncing boulders, too, that can bowl you over any time.

Pick Axe Pete is a fast-action game with locked doors, secret keys into the depths of the mine and its appearing leaders on 10 different playing fields. Contact your ODYSSEY? dealer for more information.

# THE MINDS

For others who'd like to join, send \$3 to:

SUBSCRIPTIONS  
ODYSSEY<sup>2</sup> ADVENTURE  
30400 Van Dyke  
Warren, MI 48093

## GREATEST FAN

I want to congratulate all the hard-working people who make ODYSSEY<sup>2</sup>. It's the greatest. You do a magnificent job. I encourage and tell people about ODYSSEY<sup>2</sup> and have already interested two people who were originally thinking about Atari. Keep up the interesting, realistic work!

David Ball  
Atus, Okla.

Thanks for the encouraging words. David We appreciate your work too. It seems that those of us who know the best, do our best.

## LIFE AND DEATH

I have received issue #2 of ODYSSEY<sup>2</sup> ADVENTURE and tell in love with it the moment I got it. I love the articles on tips, strategies and results of scores all over the country. Do you have any back issues of the premiere issue? How can I get one? It's a matter of life and death.

Billy Driscoll  
Waltham, Mass.

Hold on, Billy the issue is in the mail. For back issues of the magazine, send \$10 cover postage and handling to:

Back Issues  
ODYSSEY<sup>2</sup> ADVENTURE  
30400 Van Dyke  
Warren, MI 48093

## NOTHING BUT THE TRUTH

I have compared the ODYSSEY<sup>2</sup> with other companies such as Atari, Intellivision and Fairchild Channel F, and I have found that ODYSSEY<sup>2</sup> looks and plays 100 percent better. I have only one question. Is it true that ODYSSEY<sup>2</sup> is coming out with a peripheral component for use with ODYSSEY<sup>2</sup>? This component is said to be a voice synthesizer.

Jim Benninger  
Schuylkill Haven, Pa.

We couldn't agree with you more, Jim. And yes, that peripheral component is the Voice of ODYSSEY<sup>2</sup>, soon available through your dealer.



PICK AXE PETE!

## GOOD AS NEW

I got ODYSSEY<sup>2</sup> for Christmas, and a month later one of the joystick failed to work. Since the warranty was still on, we sent the unit back to the company. It came back repaired and good as new. Thank you.

Drew Kete  
Liverpool, N.Y.

Sorry for the trouble, Drew. So others will know what to do, let us remind them that ODYSSEY<sup>2</sup> service is simple and inexpensive.

If yours ever needs service when it is out of warranty, return your ODYSSEY<sup>2</sup> to one of the addresses listed below.

Include a letter describing the problem. Be sure the letter includes your name and address. Enclose your check or money order for \$34.95. When your ODYSSEY<sup>2</sup> is received, it will be repaired or replaced by a renewed ODYSSEY<sup>2</sup> and shipped to you transportation prepaid.

But before returning your ODYSSEY<sup>2</sup> for repair, verify that there is a defect by reviewing the "troubleshooting" section of the owner's manual.

## ODYSSEY<sup>2</sup> SERVICE CENTERS

### LOS ANGELES CENTER

N.A.P. Consumer Electronics Corp.  
2649 Mariposa Street  
Torrance, CA 90503

### CHICAGO CENTER

N.A.P. Consumer Electronics Corp.  
7500 Frontage Road  
Skokie, IL 60076

### ATLANTA CENTER

N.A.P. Consumer Electronics Corp.  
1898 Leland Drive  
Marietta, GA 30067

### CLEVELAND CENTER

N.A.P. Consumer Electronics Corp.  
24092 Detroit Road  
Westlake, OH 44145

### NEW YORK CENTER

N.A.P. Consumer Electronics Corp.  
159 East Union Avenue  
East Rutherford, NJ 07073

## BE AN INSTANT WINNER IN KELLOGG'S INSTANT WIN VIDEO GAME SWEEPSTAKES!

Here's exciting news from Kellogg's for ODYSSEY<sup>2</sup> Adventurers.

Now you can be an instant ODYSSEY<sup>2</sup> Electronic Game Center winner by entering the INSTANT WIN VIDEO GAME SWEEPSTAKES featured on specially marked packages of Kellogg's<sup>®</sup> Sugar Corn Pops<sup>®</sup>, Kellogg's<sup>®</sup> Sugar Frosteds Flakes<sup>®</sup>, Frost Loops<sup>®</sup>, or Sugar Snacks<sup>®</sup> cereals. A full set of official rules is on every specially marked box of Kellogg's cereal.

And here's how it works. If the game piece in your package of cereal is specially marked, you're an instant winner. Just look on the bottom of the base plate to see if you've won. You can even play without making a purchase by sending a self-addressed envelope to:

Kellogg's Video Game Piece  
Request  
P.O. Box 2222  
Libertyville, IL 60048

Limit one game piece per request. These requests must be received by April 30, 1983.

There will be 1,000 second prizes of ODYSSEY<sup>2</sup> Video Games, and the good news for ODYSSEY<sup>2</sup> Adventurers is if you win, you may take an equivalent value in game cartridges. And there will be two grand prizes consisting of an ODYSSEY<sup>2</sup> Electronic Game Center including a Magnavox large-screen projection TV and an ODYSSEY<sup>2</sup> Video Game with Alien Invaders Plus UFO and 33 other game cartridges.

# ODYSSEY<sup>2</sup> TALKS BACK

ODYSSEY<sup>2</sup> introduces another amazing twist with the new voice of ODYSSEY<sup>2</sup>. And when the Voice speaks, you listen!

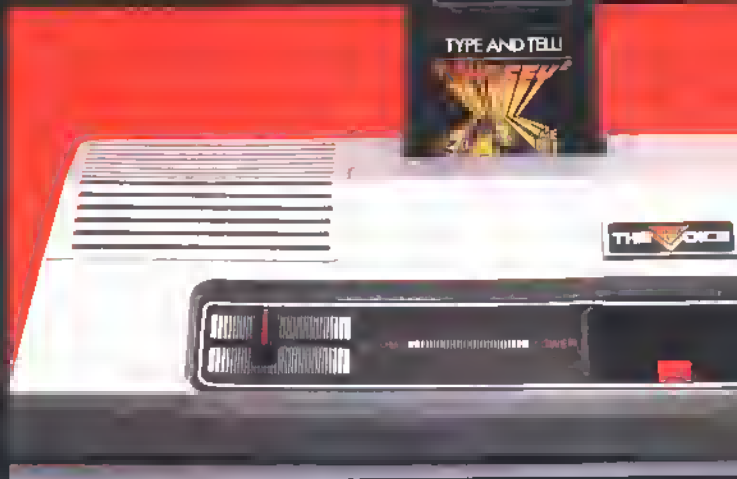
**I**t had to happen. In the fantastic scientific transition that has led ODYSSEY<sup>2</sup> into the realistic and complex system that it has become, the addition of voice — the spoken word — is a natural transition.

And so it's here — the Voice of ODYSSEY<sup>2</sup> has arrived. And with it has come an exciting dimension of speech and sound to home video entertainment. It actually talks back to you with an unlimited English vocabulary.

This is a case where hearing is believing. But if you use your imagination, you can imagine the horizons opened by the addition of voice to an already entertaining and educational system.

Let's start with the equipment. The Voice module is a natural extension to be added to your mainframe. It's a molded module that fits the mainframe where you currently insert your cartridges. And it's a fully self-contained module with its own speaker and volume control. You just plug it into the console and you're ready to experience the Voice.

Several engineers at ODYSSEY<sup>2</sup> headquarters told us how it works.



Within the Voice module there is a special synthesis microprocessor, or chip, which has three capabilities:

- It contains a library of stored words which it can repeat with surprising similarity to the human voice — with correct inflection and pronunciation.
- It can go outside of its "library" to repeat words or sounds that you type into the console. This is done with a complex system of allophones, or parts of words, which the microprocessor can string together to form words not normally in its vocabulary.
- It can process another set of words which will be stored in "libraries" that are contained separately in the individual cartridges designed for use with the Voice. These also will have amazing humanlike qualities.

In some games, then, the Voice issues instructions, or cheers you on at the appropriate moment, or warns you of impending "DANGER!"

In other games that will be available for use with the Voice of ODYSSEY, you will personally tell the Voice what to repeat.

In addition to the amazing capability of "talking back," the Voice of ODYSSEY is equipped with a bank of realistic and enthusiastic sound effects. It has some musical ability; it can produce ringing gun shots, whistles, even an earth-shattering explosion.

And while you are helping to produce these fantastic additions to the normally exciting ODYSSEY games, the sounds that you've become used to with the current system will also be ringing out. So there will be sounds through the speaker on your television, as well as voice and sound effects coming from the speaker of your Voice module — double the excitement!

This opens gigantic doors for your home entertainment.

Sam Overton, who is manager of software for video games at ODYSSEY, and who spoke to us in an earlier issue of ADVENTURE about games invention, says he spent hours just experimenting with sounds and words that could be produced through the Voice module.

Type gibberish on the ODYSSEY keyboard and all kinds of funny sounds come out, he says.

"The Voice produces sounds through the allophone system and strings them together. So depending on what letters you type in, sounds,

not words, are reproduced.

"I even tried foreign languages. And though the pronunciation may not be exact, you can get fairly close if you experiment on the keyboard," he says.

And the more you experiment, the more fun you're likely to have. Play spelling games with your friends, send them greetings, or just make silly sounds for the fun of it. The possibilities seem limitless.

Remember, too, that once you've installed your voice module, there is never a need to remove it. The Voice becomes an integral part of the ODYSSEY operation and will accept all of your ODYSSEY cartridges — those with or those without sound capability.

The new generation of Voice of ODYSSEY cartridges will include an entire array such as arcade, sports, educational and Master Strategy Series games that will really speak your language. Watch for *Type & Tell*, *Smithereens*, *SID the Spellbinder*, *Nimble Numbers NED* and *K.C.'s Krazy Chase* — all voice cartridges. Details on these can be found on page 11 of this issue.

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*... the more you experiment,  
the more fun you're likely to  
have ... the possibilities seem  
limitless...*

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The people at ODYSSEY have taken the design of the Voice module and its accompanying games very seriously, while still making sure that they would be fun for children and adults alike.

Cartridges with educational possibilities, then, have been designed with the help of educators who assisted in making certain that the children who use them will get the most out of them as a learning tool.

And as usual, the designers who bring you ODYSSEY have made certain that the entertaining possibilities of the Voice are extra special. Once you get an earful of the Voice of ODYSSEY, we think you'll want to share the fun with friends.

When ODYSSEY speaks, people are going to listen. ■



The Voice of ODYSSEY is easy to install into your current ODYSSEY mainframe. And it intensifies the joy and adventure of playing.

# THE VOICE



# GAME TESTING: A LABOR(ATORY) OF LOVE

PHOTOS AND TEXT BY DAVID FRANKLIN

Get a group of people together to test the hottest new release from ODYSSEY<sup>2</sup> and what happens? The good times roll right out of the keyboard!

**I**t's suburban Chicago, on otherwise dreary weeknight, and millions of Americans are at home trying to figure out how they're going to spend the few leisure hours they have before bedtime.

School's out, so there's no homework to think about. And it's raining, so staying outdoors is out of the question. If things sound dull, take a look in the window at Game Lab/Midwest on the west side of town.

There's an ODYSSEY<sup>2</sup> game lab being held tonight on Chicago's west side, where 18 people — kids and adults — have been assembled to review some of the latest ODYSSEY<sup>2</sup> cartridges that are about to be introduced.

Steve Lehner, who writes the instruction booklets for all ODYSSEY<sup>2</sup> cartridges, has asked this test group to meet so he can make a final check on their comprehension of the rules and also to observe them in action. Tonight he's watching them react to the amazing new twist in ODYSSEY<sup>2</sup>'s great adventure — the Voice of ODYSSEY<sup>2</sup>.

Tonight the action centers around one of ODYSSEY<sup>2</sup>'s latest offerings — *Type & Tell*. Let's listen to some of the comments people are making as the game lab develops.

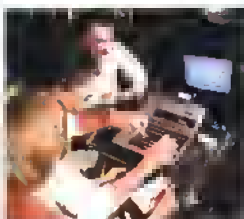
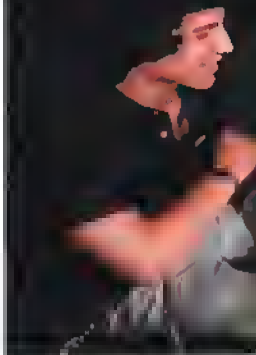
Edward Polen, one of the adults who has been asked to participate this night, has this to say:

'The Voice of ODYSSEY<sup>2</sup>... It gives a new dimension to electronic games. It makes it more exciting and fun. A video game was something which you originally saw. Now you see it and hear it, and it's just terrific. This is a game you play at home (*Type & Tell*), and I think it's much more intelligent than the arcade games. It's more challenging.'

Mark Lubet, who is 13, says he enjoys the new voice dimension, too. "The sounds make it more exciting. It makes you laugh while you're playing the game."

And Mark Polen, who is also 13, says voice makes the games seem different. "With the voice, it gives you the idea at the arcade, but it doesn't copy anything. It's not even close to any other game."

*Type & Tell*, in case you haven't heard, is a talking word processor that plays games with you. It will actually display and say anything you type into the keyboard. And with it — besides inventing your own fun — you can play such games as *War of the Words*, *Garble*, *Sound Waves* and *Superstar*.



Game testing labs are held for people of all ages. They're a good way to refine ODYSSEY<sup>2</sup> cartridges and a good way, too, to part a pants found, to have fun.

As Steve Lehner points out, "The Voice of ODYSSEY<sup>2</sup> is bringing an entirely new dimension to video games. It introduces a new element which enhances realism with speech cues and sound effects." (Read more about the Voice of ODYSSEY<sup>2</sup> on pages 4 and 5.)

So people at this experimental games laboratory outside of Chicago seem to be having a great time.



Game labs can be like that.

From the beginning, ODYSSEY tests and retests its new games in a scientific and a practical way. The microprocessor can do miraculous things. In a way, scientists must tame the electronics so that they are in control when you insert your cartridges into the mainframe.

Step two in this process begins when a wonderful new game scenario is combined with the technical electronic information that is being formed in the computer software, or game cartridge. And finally, a very neat package is ready for a set of rules that will communicate to you the excitement and fun that's in store when you use each game cartridge to its absolute potential.

Lehner and the others who are involved in fine-tuning the games and their rules get a good idea of how their ideas are working when people who have never before played the games are introduced to them.

So, here we are again at Game Lab/Midwest, and suddenly the atmosphere is more like a party than a scientific experiment.

These are fun "fabulous," says Bette Luber, as a group of adults gather around the mainframe and television screen to try their hands at *Type & Tell*.

They're laughing raucously now as each takes a turn typing funny sayings on the ODYSSEY<sup>2</sup> keyboard and waits for the Voice to repeat what was just invented.

"I am the Voice of Odyssey  
I leave the others speechless."

"Parley Vaux, ODYSSEY?"  
"ODYSSEY is fun. We like playing it. We play it every day. Let's play War of the Worlds."

*Type & Tell* has a set of rules which these new players find particularly simple to understand. Even if they begin the evening with just a basic understanding of the game, they can begin typing in words and listening to the Voice.

For the most part, game labs such as this one tonight are comprised of people who are both familiar with the ODYSSEY<sup>2</sup> system and those who have never laid eyes on ODYSSEY<sup>2</sup> before they showed up here this evening.

But Jenny Adler, who is 12, is an old pro at ODYSSEY<sup>2</sup>. She says she can't help thinking that the addition of Voice has added a lot of excitement to the system.

Edward Polen, on the other hand, has had very little previous experience with the ODYSSEY<sup>2</sup> system.

"I have to tell you that I found the entire evening to be a lot of fun. I was impressed by the fact that the game could be entertaining and educationally rewarding at the same time."

That's one of the benefits that comes out of game labs. It makes believers out of inexperienced gamers. But the greatest benefit of all, says Lehner, is that it allows the engineers, the designers, the game inventors, the rule writers, the illustrators — the entire team of people working to make your ODYSSEY<sup>2</sup> system entertaining, enlightening, and pure fun. ■

**EDITOR'S NOTE:** Game labs are scheduled at various times in different parts of the country. Many of you have written in to request that you be included when invitations to game labs go out. Unfortunately the scheduling tightness and geographic restrictions make it impossible for us to include specific ODYSSEY<sup>2</sup> Adventures to game labs.





Math-A-Magic



Invader from Myriadspace



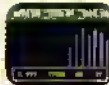
Thunderbolt



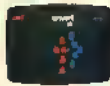
War Of Nerves



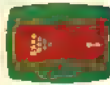
Showdown in 200 A.D.



Wall Street Fortune Hunt



Football



Pocket Billiards



Soccer



Hockey



Basketball



Bowling



Baseball



Pachinko



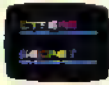
Coin-Op Slot Machine



Dynasty



Echo



Crypto-Logic



Take The Money And Run

# HIGH SCORE

NEW CONTEST! NEW WINNERS!



Las Vegas Blackjack

**W**e've got some bright new faces in our national high-score competition this time. People of all ages are competing, and some have had some astounding results. Remember that ra intensity high-score competition this time, we eliminated *Alien Invaders Plus* from the contest.

So, here are the latest winners, *QDYSSEY* Adventurers. Compare your highest scores with these national winners. Maybe you should have entered, too.

## ALPINE SKIING

David Long	92 seconds
Oklahoma City, Okla.	
Rob Jones	92 seconds
Mendota, Idaho	
Scott MacNeill	96 seconds
Haledon, N.J.	
Chris Link	96 seconds
Feindole, Mich.	
Michael Carey	107 seconds
Portsmouth, R.I.	

## HELICOPTER RESCUE

Gene Gaskill	10
Fisher Heights, Pa.	
Ben Goldberg	8
Woodbridge, Conn.	
Dean Ellis	8
Poughkeepsie, N.Y.	
Ryan Downey	8
Tucson, Ariz.	
Sean Connor	8
Summit, N.J.	

## BOWLING

Jehrey Vargas	
Rankin, Pa.	
Joe McGarry	
Sixx City, Iowa	
Charlie Schomowski	
St. Joseph, Mich.	
Stephen Sellers	
Milford, Conn.	

## GOLF

James McGrade	
Crown Point, Ind.	
Roger Wroten	
Watford, Iowa	
David Long	
Oklahoma City, Okla.	
Sarah MacNeill	
Haledon, N.J.	
Alan Douglas	
Plainville, Tenn.	

## SPEEDWAY

Michael Carey	7,162
Portsmouth, R.I.	
Lanier Feemster	7,154
Springfield, Ma.	
Lee Ellison	7,147
Levelland, Tex.	
Christopher Renaud	7,147
El Myers, Fla.	
Joe Barr	6,729
Highland, Ill.	



Speedway

## LAS VEGAS BLACKJACK

Rick Black	99,999,600
Greensburg, Ind.	
Mrs. James Graczyk	99,999,950
Saratoga Springs, N.Y.	
Bobby George	99,997,650
Fallonsbee, W.Va.	
Richard Altomare III	2,537,853
Brigantline, N.J.	

## SPIN-OUT

Mike Long	12 seconds
Des Moines, Iowa	
David Long	13 seconds
Oklahoma City, Okla.	
Greg Lubbe	13 seconds
Katy, Tex.	
Sean Conner	13 seconds
Summit, N.J.	
Jim Carson Jr.	13 seconds
The Woodlands, Tex.	
Michael Dodd	13 seconds
Allison Park, Pa.	

## FOOTBALL

Laurie Busker	91
Glen Burnie, Md.	

## LOGIX

Richard Altomare III	2 ties
Brigantline, N.J.	
Bob Kurwach	4 ties
Chalmers, Ohio	

## MONKEYSHINES

Jim Vogel	261
Pi Thomas, Ky.	
Ryan Downey	99
Tucson, Ariz.	



Monkeyshines





Armed Encounter



Breakout



Volleyball



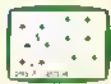
Electronic Table Soccer



Helicopter Rescue



Out Of This World



Alpine Slide



Computer Golf



I've Got Your Number



Matchmaker



Logix



Buzzword



The Quest For The Rings



Conquest Of The World

**BREAKDOWN**

Joe McGary 3  
Sioux City, Iowa

**LOCKOUT**

John Saballauskas Jr. 8 seconds  
Omaha, Neb.

John Holub 12 seconds  
Bensenville, Ill.

**THUNDERBALL**

John Holub 1 060.300  
Bensenville, Ill.

Stephen Sallers 288.520  
Murford, Conn.

**K.C. MUNCHKIN**

Jerry Brothers 9.999  
Warwick, R.I.

Ryan Downey 9.999  
Tucson, Ariz.

Scott MacNeill 9.999  
Haledon, N.J.

Richard Altomare III 9.999  
Brigantine, N.J.

Lloyd Shapard 9.999  
Griffin, Ga.

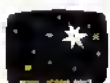
Andrew Nee 9.999  
Falls Church, Va.

Kirby Knapp 9.999  
Ellisport City, Md.

Noel Sharpe 9.999  
Sumter, S.C.



Lockout



Freedom Fighters

**FREEDOM FIGHTERS**

Jim Hoffman 309  
San Pablo, Calif.

**MATCHMAKER**

Jim Carson 37 seconds  
The Woodlands, Tex.

**PICK AXE PETE**

Steven Guzman 612  
Baton Rouge, La.

**PACHINKO**

Kirstie Benson 2,001  
Glencoe, Ala.



UFO

**UFO**

Shawn Watson 11,090  
New Castle, Pa.

Jeff Hillick 1,619  
Danvers, Mass.

David Pothillo 1,441  
Lubbock, Tex.

John Holub 1,129  
Bensenville, Ill.

Stanley Kijek 1,108  
Rocky Hill, Conn.

## PICK AXE PETE PICK-OFF! WIN A POUND OF GOLD!!!

**H**ere's your chance to join Pick Axe Pete in a gold mine adventure to prove that ODYSSEY<sup>2</sup> is not only fun, it can be profitable, too. The Pick Axe Pete Pick-Off — a high-score competition you can enter at your dealer's or from your home.

ODYSSEY<sup>2</sup> is sponsoring this national competition through August 31, 1982, and the prizes are astounding.

— 1,000 second prizes of one-year subscriptions to ODYSSEY<sup>2</sup> ADVENTURE Magazine

— Five first prizes of a trip for two to the 1982 World's Fair in Knoxville, Tennessee, where

the five finalists can compete for the grand prize.

— One grand prize consisting of A POUND OF GOLD!!

Here's what you have to do to enter.

Contact your local dealer for an official entry blank or send for one by writing to:

ODYSSEY<sup>2</sup>  
PICK AXE PETE PICK-OFF  
P.O. BOX 6960  
KNOXVILLE, TN 37914

Remember that only official entry blanks will be accepted by the judges. These list all the rules and requirements you must meet to be eligible for the GRAND PRIZE.



Spin-Out



Breakdown



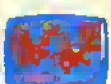
Computer Wars



Pick Axe Pete



Keyboard Crazies



Conquest Of The World

# THE KID

BY ED WILLIAMS

The Kid was brash. But this was his playground, after all. His generation grew up with CRIs projecting video games into sensitive, inquiring retinas. At age 15, he was convinced the 25-cent piece had been minted for only one purpose. But let's start at the beginning.

A spring birthday gift changed things for The Kid. It was actually a thinly veiled effort on his mom's part to keep him home more. His father, on the other hand, just wanted to give him a new perspective on the 25-cent piece. In either case, for his birthday, The Kid found himself ripping wrapping paper from a box that contained a new ODYSSEY? video mainframe.

"Bush league," The Kid mumbled to himself. Visions of "Galaxia," "Defenders," and "Super Cobra" danced in his head. The quarters in his pocket jingled loudly as he turned toward his parents and forced an appreciative smile.

When all gifts had been opened that recent birthday, a few ODYSSEY? video game cartridges lay alongside The Kid's new socks and shirt. He did some simple arithmetic, dividing the estimated cost of the ODYSSEY? mainframe and cartridges by 25 cents (a figure he could relate to). It was difficult to understand his folks sometimes, he decided. Weren't they aware of all the high scores he could have achieved at the arcade with all those quarters?

I had become a friend of the family soon after marrying the eldest daughter. And since I had suggested the ODYSSEY? video game for The Kid, if he didn't like it, that was going to be my fault, too. We gathered

everything up and headed for the 25-inch color console in the family room. As we stepped over empty gift boxes in the room, The Kid asked his mother to specify when she went to the bank with his birthday check from his grandparents, that what he needed was quarters — all quarters. This was going to be a hard sell.

Which brings us back to the beginning of this story. After selling everything up and giving The Kid a few cursory instructions about not pulling a cartridge out of the console with the power button on, we got down to some serious video gaming.

The Kid was pretty good . . . and he knew it. Slouching comfortably in the wingbacked recliner, he smugly zapped UFOs with the laser cannon of his battle cruiser. He ran up some impressive scores, but my composure and experience prevailed. I decided to bring him down to earth with a stiff round of *Freedom Fighters* before he got closer to my UFO record score.

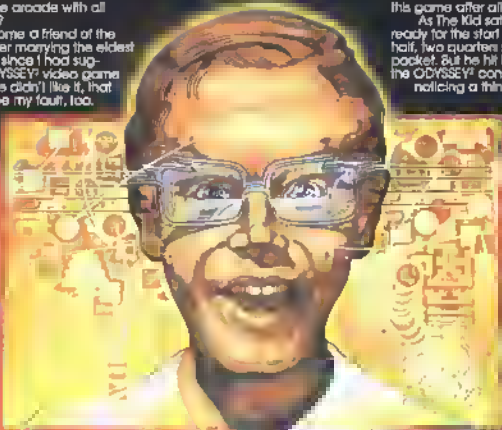
As it turned out, *Freedom Fighters* was a natural for The Kid. It took him exactly two seconds to figure out the joystick. From there, the reflexes of youth took over and The Kid blissfully blasted his way to some truly glutinous scores. I mumbled something about having to brush my teeth and sidled out of the den, secretly wishing he'd acquire an acute case of "tighter elbow" before I returned from the bathroom.

By the time I got back to him, The Kid had become another victim of ODYSSEY? fixation. He had all the classic symptoms.

Although the cute arcade games were amusing, it was time to give him a real workout. When the football field popped up on the screen, The Kid moaned and made a rude reference to old-timers. I ignored the comment and tossed him the instruction booklet for ODYSSEY?'s Football cartridge. He would soon learn this video game ranked among the most complex and challenging of all time.

It took him some time to learn the eight different plays that could be entered into the computer with the offensive and defensive joystick. And The Kid didn't even come close on his first dozen practice passes. But with his first completion, the spark of recognition lit up his eyes like the night lights at Riverfront Stadium. He decided he could win this game after all.

As The Kid sat up in the recliner, ready for the start of the second half, two quarters slipped from his pocket. But he hit the reset button on the ODYSSEY? console without noticing a thing. He was a true ODYSSEY? addict. ■



# COMING UP

As you will see by the new array of cartridges available, we at ODYSSEY<sup>2</sup> haven't been fooling around.

We've been working on and refining a fun new component that you can add to your ODYSSEY<sup>2</sup> mainframe that will add a totally new dimension to ODYSSEY<sup>2</sup>.

Of course, there are all-new cartridges that go with it — they're innovative, educational and full of ODYSSEY<sup>2</sup> adventure.

We appreciate the letters you send encouraging us to remain innovative in the design and invention of new games. That's our job, and we think we do it well.

So while we're working on still more exciting games for your ODYSSEY<sup>2</sup> system, keep us in mind, too. Keep letting us know what you think.

Meanwhile, here's what's new, or coming, from ODYSSEY<sup>2</sup>.

## THE VOICE OF ODYSSEY<sup>2</sup>

There's a new piece of equipment available for use with your ODYSSEY<sup>2</sup> mainframe which we've described in detail on pages 4 and 5 of this issue of the magazine. Now it's time to see what you can do with the Voice of ODYSSEY<sup>2</sup>.

**EMITHEREENS** — Castles crumble and trumpets blare in this medieval artillery duel.

You'll hear the shouts of the soldiers and the terrifying thunder of gigantic boulders catapulting into fortress walls! You and your opponent command huge engines of destruction in this melee of the Middle Ages that celebrates the emergence of heavy artillery as a fearsome tool of warfare! Three different catapult settings for varying reaction times! Advanced digital scoring! Full sync-sound action — plus speech and sound effects! It played through the Voice of ODYSSEY<sup>2</sup> module. This game is for one or two players.

It's important to note that this game is speech enhanced only when played through the Voice module.



Speech will not be heard if the cartridge is inserted directly into the console, but this will not affect the playability and fun of the game.

**NIMBLE NUMBERS NED** — Get ready, math wizards, here comes NED.

As a world-champion barrel jumper, your goal is to jump 100 barrels in the least amount of time. But it's not all reflexes, for you must correctly answer math questions posed by the Voice of ODYSSEY<sup>2</sup> module to determine how many barrels you may attempt to jump in any one round. Any number of people can play this exceptional mathematics game.

And parents should note that *Nimble Numbers NED* has been designed as a superb education tool in conjunction with leading educators.

**SID THE SPELLBINDER** — An electronics-spelling bee. Sharpen your wits.

You're the captain of a blaster gun that's objective is to destroy the attacking caterpillar, segment by segment. You must, however, earn your power by correctly spelling the words spoken by

the Voice of ODYSSEY<sup>2</sup> module.

Tell your parents that this is a truly educational game which was designed in part by one of America's leading universities.

**TYPE & TELL** — It talks what you type! It plays great games!

*Type & Tell* is a talking word processor that plays games with you. It will actually say anything you type into the keyboard, and that's only the beginning. Computerized text editing features are the basis for adult and child talking word games that you play with hilarious results — *War of Words*, *Garble*, *Sound Waves* and *Superstar*. It's designed for one or more players and it's terrific for parties.

**K.C.'s KRAZY CHASE** — In this episode, our hero confronts the dreaded tree-eating *Dratapillars* of Venus!

This chase is really crazy because while K.C. Munchkin is chasing one end of the dreaded *Dratapillar*, the other end is chasing him. And so are the dreaded *Dratapillars'* dreadful *Drats*! Skill levels automatically increase as you play. Choose from two different mazes, or use the keyboard to make up your own. Advanced digital scoring with memory displays high score. Full sync-sound action, plus speech if you play K.C. through the Voice of ODYSSEY<sup>2</sup> module.

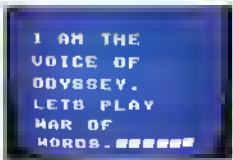
Remember that this game is speech enhanced when it's played through the Voice module. Speech will not be heard if the cartridge is inserted directly into the ODYSSEY<sup>2</sup> console, but this won't affect playability.

## EXTRA, EXTRA!

Now you have a clear rundown of the thrills that are scheduled for release soon through your ODYSSEY<sup>2</sup> dealer.

There's plenty new coming from ODYSSEY<sup>2</sup>, including a wit-bending puzzle game and another game with 18 variations.

Keep an eye out for all that's new from ODYSSEY<sup>2</sup>.



# TIPS

## FROM THE EXPERTS



In the first two issues of ODYSSEY? ADVENTURE Magazine, we asked you to send us the personal tips and strategies you've developed while practicing your ODYSSEY? skills and enjoying the friendly competition of the game.

You've been real helpful sending us all the magnificent methods you've learned. This is the inside information that makes ODYSSEY? play just a bit more exciting for us all.

And while space doesn't permit us to include every tip in the magazine, we hope you find the ones we've selected interesting and informative, and that you continue to pass them along in the future.

**BOWLING** — When bowling on fast or slow, get the ball between the first and second row, and you'll always get strikes.  
*Stephen Philip Saffers*  
Wilford, Conn.

**SPIN-OUT** — Start going clockwise around the track, because you're about an inch away from the finish line and it saves you at least one second.  
*Scott (Mid Kid) MacNeill*  
Haledon, N.J.

**BASKETBALL** — When you are shooting, and your opponent doesn't block your shot, keep the action button held down in case you miss. If you do miss and get a rebound within reasonable range, you automatically shoot again and you almost always score.  
*Judd Sampson*  
East Hampton, Conn.

**UFO** — To prevent getting shot down by the Starship, shoot down the three-paint UFOs. When the Starship shoots, it will blow up the UFO in front of you and not your spaceship.  
*Krista Cugno*  
Southampton, Conn.

**THUNDERBALL** — When shooting the ball, first push and hold the action button, then release the ball immediately. That way you get a backfield bumper worth 4,000 points.  
*Dena Barbour*  
San Diego, Calif.

**SNOWDOWN ZIRR A.D.** — In case you run out of bullets, get inside of your opponent and work your way to your tree while inside him.  
*Stephen Chitties*  
Cullman, Ala.

**MONKEYBIBINE** — Make a box in the middle of the screen (K-4, E-4, 3-E, 4-E) and don't have any bars at least two bars away. When you capture monkey throw it in the box. Then it can't get out and you can do the same repeatedly.  
*Robert Milne*  
New Smyrna, Fla.

**CRYPTO-LOGIC** — In trying to figure out the mixed-up photos, if you decide you have to give up, just hit "enter" on the keyboard and the phrase will return to normal.  
*Rod Wiseman*  
Gardner, Kans.

**FREEDOM FIGHTERS** — Before starting, use the left-hand joystick to return to the back of the screen. There you can see all the ships better.  
*Alan Cress*  
Concord, N.C.

**PACHINKO** — If you stand against the wall when the man at the top has the ball, he will throw you the ball.  
*Matt Pacebo*  
Haddon Township, N.J.

**INVADERS FROM HYPERPACE** — When a player moves his ship out of the screen to the left when the other ship is not on the screen, the enemy ships will stop moving and firing, and the player has total control of the game.  
*David Dikter*  
Pittsburgh, Pa.

**QUEST FOR THE RINDE** — When the Dragons are up and the characters are Wizard and Wizard, the Wizard should keep the Dragon busy while the Warrior gets the ring.  
*Steve Douglas*  
LaPorte, Ind.

**POCKET BILLIARDS** — If you leave the game alone and watch it, it will play alone. This way it is a spectator game.  
*Joseph Abatecola*  
Providence, R.I.

**ALL GAMES** — Videotape your games, then watch them and see how you can improve.  
*Jody McGady*  
Danon, Ill.

**EDITOR'S NOTE** If you want to send us your expert tip or strategy, please address your letter to Tips Dept., ODYSSEY? ADVENTURE, 30400 Van Dyke, Warren, MI 48093.

